



Traction Control for Mobility Assurance and Denial in the Urban Environment

Polymer Snow for Versatile Traction Control



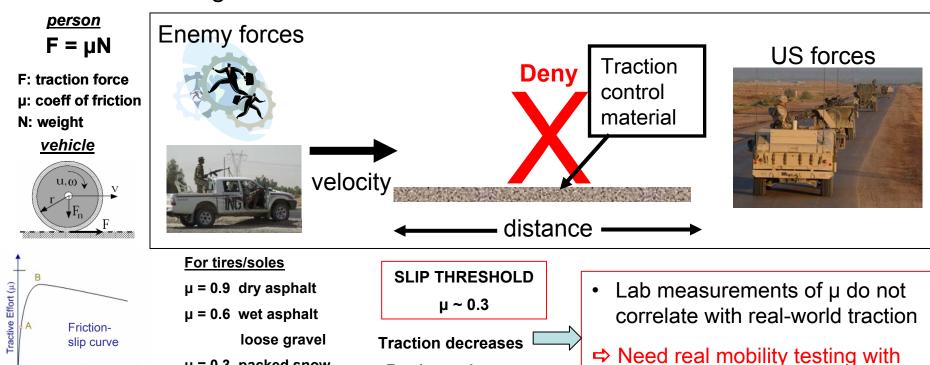


Problem Overview



people/vehicles on real surfaces

Goal: Develop a system to reversibly control mobility of the enemy through control of ground traction



Key metrics and Go/No-Go's:

% Longitudinal Slip (λ)

% increase in traversal time from Point A to Point B: Joint Non-Lethal Weapons Directorate has CDD which states, "cause an individual to slip and fall," and "impair driver's ability to steer, stop, accelerate." We propose practical requirement of 10-fold increase \Rightarrow QR 2-fold increase on asphalt, concrete, tile

For increasing velocity

For decreasing µ

- Reversibility: traction restored in <0.1 sec ⇒ QR traction restored in 1 min
- Easy clean-up: self-cleaning ⇒ QR sweep up or hose down with water 3.

 $\mu = 0.3$ packed snow

 μ < 0.1 ice



Approach



Southwest Research Institute (SwRI) has developed a slippery film-forming polymer (SFF) system that is water-activated. Long chains coat and adhere to surface to form high viscosity slippery gel material.

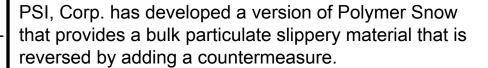
Evaluated at SwRI

Pluses:

- Very slippery
- Delivery systems developed

Minuses:

- No control of slipperiness
- Not reversible
- Hard to clean up (sticks to surfaces)
- Short duration
- · Large quantities of water required
- Not compatible with all surfaces



Evaluate at SwRI

Pluses:

- Reversible
- Some slipperiness control
- Easy to clean up
- Compatible with all surfaces
- Degrades with UV exposure

Minuses:

- · May not be slippery enough
- · Large quantities of water required
- Degrades with UV exposure



Coat polymer snow with slippery film forming polymer to provide enhanced slipperiness while maintaining reversibility and easy cleanup

Evaluate at SwRI



Testing Protocols



PEOPLE

Kinematic test combines two key elements: walking + stop/start

 20ft long x 6ft wide tracks (asphalt, concrete, tile)

Steps:

- Apply Polymer Snow [side-by-side tests against existing anti-traction material]
- Traverse track, stop-and-turn, repeat 5x
- · Measure change in traversal time
- Apply countermeasure
- Repeat traversal measurements



VEHICLES

Measure tire rolling friction on asphalt using instrumented vehicle

- 200ft long x 12ft wide track
- Quantifies tire traction

Perform ASTM standard double lanechange maneuver

- 100ft long x 24ft wide test track
- Quantifies vehicle maneuverability
- Measure change in traversal time

Steps:

- Apply Polymer Snow
- Perform test
- Apply countermeasure and repeat test





Instrumented Vehicle



Polymer Snow for Versatile **Traction Control**

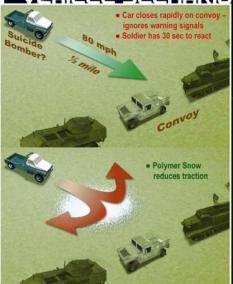




Enemy personnel and vehicles can move freely in urban environments. Problem:

Enable warfighters to deny territory to our adversaries, on demand, Solution: reversibly, in a non-toxic manner. This capability will provide situational control, sustained operational tempo, and reduction in casualties.

Approach: Use an artificial polymer-based snow to provide a way of inhibiting vehicle and personnel movement by making surfaces slippery.





What is Polymer Snow?

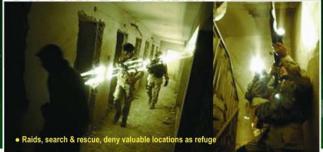
A powder that, when added to water, instantly produces a material which looks and feels like natural snow.

How does Polymer Snow Work?

The material works by modifying ground traction. Water causes the dry powder to instantly expand 100-fold to produce large volumes of slippery snow. Simple application of a non-toxic chemical treatment restores traction. The material is used in indoor snowboarding parks and for movie/television special effects.

What are the advantages of Polymer Snow?

- Can vary the traction by adjusting water content fluffy powder to slush
- Reversible
- . Compatible with most indoor and outdoor surfaces
- Easy to deliver, easy to remove (wet or dry), and reusable
- · Can carry several cubic meters of snow in a briefcase
- Longer duration than current materials does not "melt" at ambient temperatures
- . Compatible with existing Marine Corps Mobility Denial System







Program Schedule



